

ELECTRONIC GAMING SYSTEM

ABSTRACT

[0080] A computer-based electronic gaming system is provided that maintains a persistent game world for one or more users or game players. The game system may provide a game world for a plurality of simultaneous users. Each user may be on a client device, and the gaming system may support a wide variety of simultaneous users and client devices. In one embodiment, the gaming system maintains a persistent game world for at least one user, wherein the game state for a user reconnecting with the gaming system is based on the game state for the user when they disconnected from the gaming system. In another embodiment, the user may reconnect with the gaming system with the exact same game state as when they disconnected previously.